

## THE MAKING OF ENGLISH CROSSWORD PUZZLE BOOK FOR VOCABULARY LEARNING FOR JUNIOR HIGH SCHOOL STUDENTS

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**Abstract :** *Vocabulary is one of important elements to be mastered In learning a foreign language. However, in real condition, the students sometimes feel bored and less interested to learn vocabulary. The aimed of this study was to make a Crossword Puzzle Book to help students to learn English vocabulary. It was designed to help students to be more interested in learning vocabulary. There were several processes in making the book, started from collecting the material, designing and printing the book. The application used was Photoshop and Microsoft Office Excel. The source materials of the book were taken from several sources. They were English text book, dictionary and Internet. The arrangement of the content is thematic. Interesting topics were chosen and several images were added. Besides, there are 4 question types: Synonym, Antonym, Question based on image, and Description. This book provides students a review course material, so that, it is expected to help students in learning vocabulary and remember it easily.*

**Keywords:** *English Crossword Puzzle, Vocabulary, Junior High School Students.*

### INTRODUCTION

In learning a foreign language, vocabulary plays an important role. It is an element that links four language skills like speaking, listening, reading, and writing. Therefore, the students should learn vocabulary to understand the unfamiliar words, gain a greater number of words, and use them in communicative purposes.

However, in real condition, there are several factors inhibiting students in learning vocabulary. The first one is a lack of availability of learning media in learning vocabulary for students. So that, it might make the class become monotonous and boring. Therefore, exposing them some interesting media in learning vocabulary is expected to help them

enjoy learning language especially in learning vocabulary.

One of interesting media used to take students' interest in learning vocabulary is game. Game is effective and interesting way that can be applied in teaching. According to Harmer (2001), games give learners a feeling of competition to participate in the process of learning vocabulary and motivate them to repeat them with enthusiasm. He also maintains that games are associated with a feeling of happiness. For this reason, most learners appreciate games and enjoy participating in them even though they are not really familiar with their rules.

There are various kinds of game that can be used in learning a language. One of them is crossword puzzle. It is a game that makes the teaching-learning process attractive. According to Wahyuningsih (2009), crossword puzzle is a game in which words are guessed from the definitions given, and are fitted into a diagram of white and black squares. The crossword has words written horizontally (across clues) and words written vertically (down clues). The pattern of black squares usually serves to separate each word from adjacent

words. In other word, crossword puzzle is an activity which asks someone to think and try to guess the word based on the clues given.

Crossword puzzle offers a challenge that will motivate the students to try to solve the puzzle by making learning fun and relax. Besides, it also gives much opportunity for students to practice and repeat the sentence pattern and vocabulary.

Since there is still lack of availability of vocabulary games in schools, a crossword puzzle book therefore was composed. It was designed to make the students feel interested in learning more about English vocabulary. It contains several interesting topics in English vocabulary to play any time they want. Students could learn about noun, adjective and verb in this book. Besides, the students are encouraged to think and guess the word based on clues provided. This activity might be challenging as well as motivating for the students.

The purpose of making this crossword puzzle game book is to increase students' vocabulary. Learning language using media will be

more interesting and would help the students retain vocabulary better. Through this book the students would learn vocabulary that consists daily words in communication and able to express more ideas by knowing a lot of vocabulary. Based on the explanation above the writer takes the game above to be an interest subject to discuss in a title: "The Making of English Crossword Puzzle Book for Vocabulary Learning for Junior High School Students".

## **REVIEW OF RELATED LITERATURE**

### **Related Theory**

#### **The Nature of Vocabulary**

John (2000) states that vocabulary is knowledge of knowing the meaning of word, finding out synonymous word, a dictionary tape definition, or an equivalent word in one's own language. Furthermore, Thornbury (2002) states that lack of vocabulary knowledge hinders language comprehension and production. Besides, Cardenas (2001) also states that vocabulary is used to determine the proficiency of a student has in oral context.

It can be concluded that the level of vocabulary determines someone's language proficiency

### **The Nature Of Game and Crossword Puzzle**

According to Weisskirch, (2006), game has been a widely utilized form of learning used by students and teachers across age groups and areas of study. Ersoz in Mubaslat (2012) states that games are highly motivating because of their amusement. They could be used to give practice in all language skill and be used to practice many types of communication".

According to Kronholz (2005), crossword puzzle helps students to master basic terminology. It is supported by William (2007) who states that the use of educational games such as crossword puzzles, word search puzzles, modified television game shows, or commercial board and card games makes learning fun and motivational.

Davis, et.al. (2009) also state that crossword puzzle is helping the students to develop and enrich stock of vocabulary and it helps the teacher to achieve the goals in studying English.

It means that crossword puzzle is not only a game but also a teaching technique which provide the best exercise for confirming the meaning of words in the students' mind.

### **Related Study**

There were some studies that are related to this study. The first, study conducted by Alsanabadi and Rasouli (2013) entitled "The effect of games on improvements of Iranian English Foreign Language Vocabulary Language in Kindergartens". The aim of the study was to find a way to help young English Foreign Language Learners fix the novel vocabulary in thier minds. The results of the study revealed that games not only bring fun for learners but also motivate learners and improve their skill.

The second was Yulia (2010) entitled "The Use of Crossword Puzzle in Teaching Vocabulary". The aims of this study was crossword puzzles as a means of reviewing course material. Students did two crossword puzzles, one in class for one examination, the other outside class for another examination. They were well disposed towards the use of crossword puzzles. They indicated that learning became

more interesting. As well, students found it more pleasurable to work in groups and efficient as a tool for revision.

The third was Efendi (2013), "The use of games to improve vocabulary mastery ". The aim of this research was to describe the way of "got it game "and " back to the board game" in improving vocabulary mastery of the seventh grade students. The finding of the study showed that the use of " got it game" and "back to the board game" with the topic of vocabulary of daily English communication, people occupation, and personal care and appearance can improve student' vocabulary mastery achievements.

The differences between those researches to this product were by the rule of play and the shape. Those researches used software application and pieces of paper for making the games. However, in this study it was made become a small book.

### **Related Product**

Puzzle is a type of game that already known by many people since long time. There were some popular puzzles that have been played by people such as crossword puzzle,

jigsaw puzzle, matric word puzzle, construction puzzle and logic puzzle. Crossword puzzle upon one's general knowledge, recall of word defined or suggested by short definition or pieces of information, and spelling ability.

Crossword puzzle was first discovered by AthurWyne on 2 December 1913 and then published in the magazine "New York Work" with a format an usual used. Crossword puzzle book first published in 1924 by Simon and Scuster. In the 1970 in Jakarta was appear " Brain Teaser " a magazine crossword puzzle and other words game. The appeal of games and puzzles are depend on the element of chance which makes the same game different each time it is played.

The differences between the existed puzzle games and the one made in this final project were the function and also the design. The existed crossword puzzle books were played for fun. In another side, this crossword puzzle book was made to help junior high school students in learning vocabulary and memorizing the words that they have studied easily. The design of the book that

made little bit different from the existed puzzles.

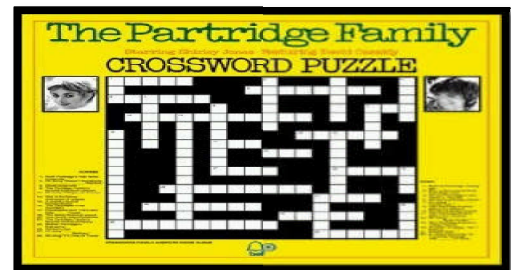


Figure 2.1  
Crossword puzzle game

## METHODOLOGY OF STUDY

### Equipment and Material

#### Equipment

The equipments used in this study were software and hardware, which were as follows:

##### a. Hardware

The hardware used were laptop and printer

##### b. Software

There were several software used in this study, they are:

##### a. Photoshop

It was used to design papers of this book and also modify all of them.

##### b. Microsoft office excel 2007

It was used to design the crossword puzzle game

##### c. Mozilla Firefox

It was used to search several information through Google searching engine.

### Material

There were several materials used in this study, they were:

a. Papers

It was used for designing this book become a small book.

b. Flash disk

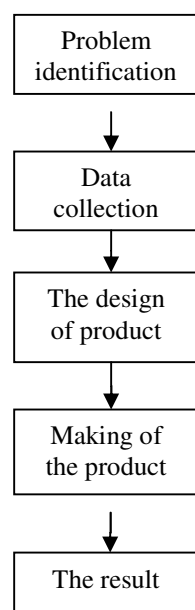
It was used for copying and saving the data before doing the printing process.

c. Smartphone

It was used for taking pictures during the evaluation process.

### Procedure of Study

The first step was identifying the problems existed in junior high school and proposing solution for the problem.



**Figure 3.1**  
**Procedure of the study**  
**Data Collection technique**

### Literature Study

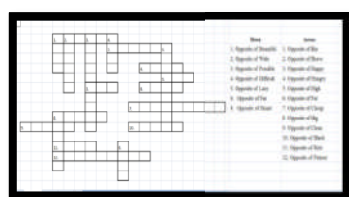
The model of the game and the question were collected from several sources. The data for the study were collected from journal and books. For the model of the game, it refers to the previous models which exist in several books and websites.

### Product Design

#### Design of Crossword Puzzle Book

The crossword puzzle book game was designed after collecting data from several sources. The book title is "Smart Crossword Puzzle". The book consists of 28 pages.

Besides, every page contains different topics such as adjective about Profession/occupation, verb about human activities, noun about the name of thing and others. The question types are in thematic. It means if the topic discusses about family, the questions are related to family. The questions in this game were taken from many sources that related to junior high school level study. The design of crossword puzzle book could be seen in the following figure.



**Figure 3.2**  
**Result of Design Crossword Puzzle**

The contents of crossword puzzle book would be described in a storyboard as shown below.

**Table 3.1**  
**Storyboard of the product**

Book Contents	Descriptions
Cover	The front and back cover designed with Photoshop. The front cover contained the title of the book and the back cover contained the significance of crossword puzzle book.
Page i	This page contained Acknowledgement.
Page ii	This page contained the Table of the contents.
Page 1-2	This pages contained two puzzles that discussed about Antonym adjective and Animal.
Page 3-4	This pages contained two puzzles that discussed about Hobies and Animal.
Page 5-6	This pages contained two puzzles that discussed about Food & Drink and Family.
Page 7-8	This pages contained two puzzles that discussed about Fruit and Part of body.
Page 9-10	This pages contained two puzzles that discussed about Vegetable and Occupation.
Page 11-12	This pages contained two puzzles that discussed about Holiday and Rooms & object in a house.
Page 13-14	This pages contained two puzzles that discussed

	about Music instrument and Object in Earth.
Page 15-16	This pages contained two puzzles that discussed about Sport and Furniture.
Page 17-18	This pages contained two puzzles that discussed about Transportation and Part of body.
Page 19-20	This page contained two puzzles that discussed about Job & Place and Synonym Personality.
Page 21-24	This pages contained Answers keys.
Page 25-26	This pages contained Reference and Biography of writer.

### Crossword Puzzle Book instruction

Similar to common crossword puzzle, this crossword puzzle consists of Across & Down questions. The player (Students) should fill the blank boxes with the right words. It is based on the questions given. There are several instructions of the crossword puzzle such as guess the profession based on the picture, find the synonym and the antonym of the words. The teacher can use this book as media to evaluate the student's ability in learning vocabulary. For example using this book for evaluations and for those who can answer the puzzle correctly they will get a high score.

## RESULT AND DISCUSSION

### Process of Making Crossword Puzzle Book Game

There were several processes done in making this book, it was started from searching, providing, and collecting the materials until designing the model of the book game. The complete processes of making the game are explained below :

### **Collecting and Providing the material**

The content of this crossword puzzle book game is several sets of vocabulary which are provided for junior high school students. Therefore, searching, providing and collecting the material of vocabulary were the first things done. The model of crossword puzzle game and the questions for this book were taken from English text book used by the second grade of high school students entitled “When English Rings a Bell”. Besides text book, the materials for the questions were also taken from other books and several websites which discuss about vocabulary for junior high school students.

After the processes of collecting and providing the material for the questions were done, the next step was collecting materials for the game model. The model of this crossword puzzle game was referred to

the existing crossword puzzle game from text book and the internet. However, it was modified with design and animation images.

### **Designing the model of crossword puzzle book game**

After the data had been collected, the next process was designing the book game. Photoshop and Microsoft Office Excel 2007 were used in supporting this process. The sequence of the process was started by designing the cover of the book. Here is the process of designing the games that has been made for this final project.

The process of designing crossword puzzle book game.

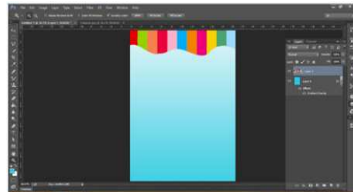
- a. The process of designing the front and back cover.

In designing the puzzle book, the first step was opening Photoshop application by clicking *New* at *File*. The second step was setting the page size and the margin of the book.

The next process was giving the colors of book cover by using *Paint Bucket Tool*. Next step was adding a *layer style* on the book cover by using *Gradient* to beautify the foreground of the book cover and



clicking OK. After that, the process was adding decoration to make the cover more interesting by using *Move Tool*.



**Figure 4.1**

**Creating decoration for the cover**

The next step was creating the title of the book by using *Text Tool*. Then, some pictures were added for the book cover by using *Move Tool*.



**Figure 4.2**

**The front cover**

The last step was creating the back cover by doing the same directions as front cover.

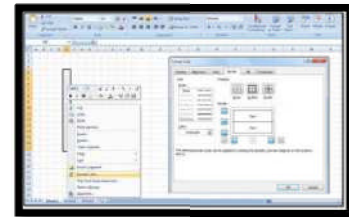


**Figure 4.3**

**The back cover**

- b. The process of designing the Crossword Puzzle

After the cover was done, the next step was creating the first page of the book game by opening Microsoft Office Excel. After that, boxes for the crossword puzzle were created by clicking *Border*.



**Figure 4.4**

**Creating the crossword puzzle**

The next step was preparing for the type of the questions. For example, the question about description or definition of the word, synonym, antonym and question by picture. It is important to make sure that the topic is interesting. Then, the step was trying to fill in the blank boxes with several letters across and down to make sure that each of box suitable with the answer. After that, the step was giving the number of each box.

Then, the step was opening Photoshop by clicking *Open* at *File*. After that, the process was creating the title and the questions of the crossword puzzle by using *Text Tool*. The last step was inserting some images to make the book more

interesting. The results of the first page can be seen below.



**Figure 4.5**

#### **Crossword puzzle**

### **Result of the Study**

The result of this study was a crossword puzzle book game which can be used as a medium to learn English for junior high school students, especially about vocabulary. This crossword puzzle game book contains several kinds of questions such as questions based on picture, antonym, synonym and definition of the word or descriptions. The complete results in making process are explained below.

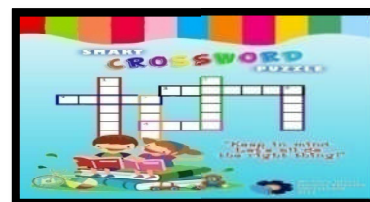
Overall content of crossword puzzle book

The design of the crossword puzzle book has been shown above. As mentioned before, the model of crossword puzzle book was referred to the existing model on text book and also several websites. However, almost all contents in this book were self-drawn using Microsoft Office Excel 2007. The crossword puzzle

book has twenty pages for the game, which each page has different appearances and pictures. The size of the book is 20 x 26 cm printed with A4 Paper (Landscape). The complete descriptions details are explained below.

#### **1. Front cover**

The first part is the book cover. It contains the book title, pictures and the writer's name.

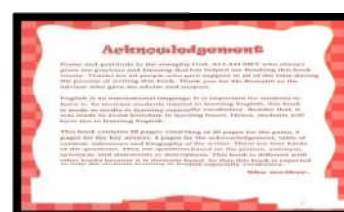


**Figure 4.6**

#### **Front Cover**

#### **2. Acknowledgment**

The second part is an acknowledgment of the book. In this page, there is short explanation of the crossword puzzle book which explains about crossword puzzle included in this book.

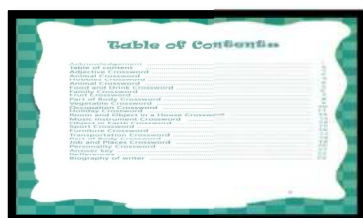


**Figure 4.7**

#### **Acknowledgement**

#### **3. List of contents**

The third part is the list of contents. This page contains sequences list of the crossword puzzle game.

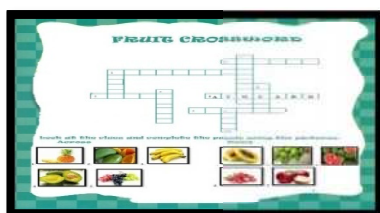


**Figure 4.8**

### Table of Content

#### 4. Book contents

The next part is the book content. This crossword puzzle book contains 20 pages of game. There are 4 types questions of the crossword puzzle. They are Question Based on Picture, Description, Antonym and Synonym.



**Figure 4.9**

### Picture Questions Part



**Figure 4.10**

### Descriptions Part



**Figure 4.11**

### Antonym Part

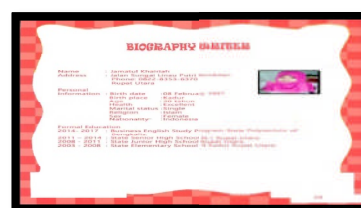


**Figure 4.12**

### Synonym Part

#### 5. Biography

This page contains short biography of the book writer.



**Figure 4.13**

### Biography of the Writer

#### 6. Back cover

This part is the last page of the book. The back cover contains the significance of crossword puzzle game.



**Figure 4.14**

### Back Cover

### **Playing Instructions**

1. The game can be played by one, two, or more
2. The player(s) need(s) to answer every page of the book game correctly based on the theme and clue given for each page.
3. In “definition of the word or description” part, the player(s) need(s) to find the words based on the context given.
4. In “Name of Things” part, the player(s) need(s) to write the name of things based on the pictures.
5. In “Antonym” part, the player(s) need(s) to think opposite of the word that has already been given.
6. In “Synonym” part, the player(s) need(s) to think the similar word meaning of the word that has already been given
7. the player(s) is/are given thirty minutes to answer the puzzle.

### **Evaluation**

The evaluation process of this book was done at junior high school 1 Bantan on 23 May 2017. The first thing done was introducing and explaining the game. After that,

dividing the students into two groups. Each group consisted of five students. Then, each group were given the book. Next, the group members filled in the crossword puzzle based on the instructions in the book .

They had to fill in every page of the crossword puzzle book. The time given to complete the puzzle was twenty minutes. After the process of filling in the crossword puzzle was done, the group who could complete the puzzle correctly and quickly got the prize. The last thing was giving the evaluation sheet to the teacher and the students.

### **Teacher of junior high school.**

The result of evaluation by the teacher was the game was good and very interesting. Besides, the book could motivate and help the students in learning English. However, there were some weaknesses of the book. The question based on image and the number given of each book were not really clear. Therefore, it was suggested to make the pictures and the number of each box clearer.

### **Students of second grade of junior high school.**

There were sixteen students involved in the evaluation. But, there

were only ten students joined the game. In the evaluation, all of the students were interested in accomplishing the puzzle. They said that the game was good and challenging. The game could motivate and help them to learn English

however, they said that there were some weaknesses of the game. The picture was not really clear and the game was little bit difficult. It made the students think hard to find the answer. Therefore, they suggested that to pay more attention on the picture and the questions given.

### **Problem**

There were some problems faced during the process of making this book. They were :

1. Using the application to design the book game.

In designing this book, Photoshop application was used. However, there was lack of knowledge in using the Photoshop application. It caused some difficulties in designing the book.

2. Printing the product.

The problem faced was difficulty to find good quality printing shop.

## **CONCLUSION AND SUGGESTION**

### **Conclusions**

There are several conclusions made for this study. The main purpose of this study was to make a English crossword puzzle book game for junior high school students. This book was made as a medium in learning English especially vocabulary. It provides a review course material that have studied by the students. Therefore, it helps the students in learning English vocabulary.

There were several processes in making the book. the process was started from collecting the material, designing and printing the book. The application used during making this book was Photoshop and Microsoft Office Excel. The content of the book were taken from several sources. They were English text book, dictionary and internet. Then, it is modified with several images of each page.

The crossword puzzle is several sets vocabulary which are provided for junior high school students. The questions of the puzzle consist of 4 types of the questions. They are antonym, synonym, definition of word and questions based

on image. Besides, every page contains different topic of the puzzle. There are 28 pages of the book which 20 pages for the puzzle, 4 pages for the answers key and 4 pages for the acknowledgement, table of content, reference and biography of the writer.

### **Suggestion**

There were several suggestions for teachers and junior high school students. The suggestions were as follows :

### **Suggestion For Teacher Of Junior High School**

The teachers can use this game as a media to support learning English. By using media, the learning process could be more attractive. Besides, the students can catch the lesson better. This game is also easy to be played and understood by the students. So that, it will be easier for the teachers in introducing and using it in class.

### **Suggestion For Students Of Junior High School**

The students can use this game during learning process. It is created to avoid boredom during learning hours. In additions, playing this game is not only fun, but also effective. This crossword puzzle game can help the

students in learning English especially vocabulary.

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